PROTOTYPING CANVAS

PROBLEM/OPPORTUNITY ___Increase knowledge of the importance of reducing spread of virus___

CONCEPT/SOLUTION ___Create a toy or board game___

STAKEHOLDERS

Users - Players from different age groups, Parents playing with their children
Consumers - Parents, Educators, Government

COMMUNICATION STRATEGY FOR PROTOTYPE

Explain
Feedback
Negotiate
Persuade

Through the series of decisions that players, they will have a better understanding of the importance of minimizing the spread of germs

ASSUMPTIONS & QUESTIONS

About the user and their needs

Players are not aware of the significance in maintaining good hygiene habits
Players will find this these games 'fun'
Players are not aware of what is happening around them
People don't wash hands thoroughly

About the technical feasibility & functionality

All the desired components will fit into a game
We are able to design the game aesthetically enough to attract people
The integration of the necessary information

About the cost and business

Consumers will want to pay for the game
The game is sustainable based on profits we made

CRITICAL ASSUMPTION/QUESTION

Assess above list: what is the most critical to the success of the project?

The educational aspect of the game. The game needs to be simple enough to ease the playability and contains significant

INSIGHTS GAINED FROM TESTING

What did you learn? Did you answer the critical assumption/question?

Game was easy to understand and play however the game is heavily context based in Singapore due to Singapore government measures. This game wouldn't be playable in other countries

RESOURCES TO BUILD

Materials readily available or needed

Speakers, Board, Cards, Dice, Figurines (characters), Markers

Time, Money, & People Allotted

1 Week to Build
2 Days to Test
1 Week to Amend
$200
Need Designer,

PROTOTYPING APPROACHES

- ○ **Parallel Prototyping**
- ○ **Sub-system Isolation** ✓
- ○ **Requirements Relaxation**
- ○ **Wizard-of-Oz**
- ○ **Experience Prototyping** ✓
- ○ **Role Playing** ✓
- ○ **Mockups**
- ○ **Sequential Prototyping**
- ○ **Scaling**
- ○ **Remove Unessential Features**
- ○ **Repurpose Existing Products**
- ○ **Paper Prototyping**
- ○ **Storyboarding**
- ○ **Other:_____**

TESTING PLAN

What are you testing?

Whether the educational benefits of the game will be carried over to real life and the user experience after playing the game

What metrics are needed? Qualitative/Quantitative assessment.

Quantitative - time engaged, delight scale
Qualitative - emotional reaction, facial expression

Time, Place, People, & Materials required to test

2 Days testing. Bring down board game to users and facilitate the gameplay.
There will be a neutral person to judge players' reaction and a game feedback survey afterwards

SKETCH & BUILD PLAN

Build the simplest prototype possible (least cost, time, and materials required) to test critical assumption and/or answer critical question.

Sketch & Build plan

Plan: Sub-system isolation of different factors in the game

1. A Global announcement system
   LOCKDOWN
   5 cases

2. Board game mechanics
   whether the length of the game and mechanics are appropriate.

3. Activities
   *washing hands
   Check whether suitable actions will enhance gameplay
   *putting on a mask

Testing plan.